

**Abstract of the Disclosure**

**INTUITIVE TOOLS FOR MANIPULATING OBJECTS IN A DISPLAY**

5       A method and system for providing a user with user-friendly handles for manipulating graphics and other displayed objects using a pointer. An initial toolset of handles can evolve into a toolset with enhanced functionality. Selecting an object can invoke a first toolset. Pausing the pointer over an object for a preset length of time can invoke a second toolset with additional functionality. Continuing to  
10      maintain the pointer's stationary position over the object can invoke a third toolset. A rotation tool handle can rotate an object about an axis of rotation in response to pointer-based input. Moving a pointer over a rotation tool handles can invoke an axis-of-rotation tool for repositioning the axis of rotation using the pointer.